Community design

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What is QuAlity of Life?

http://libx.bsu.edu/BSU_ArchSlidesCpght/BSU/4347-007.jpg

Why did Chicago Build Millennium Park?

What makes Hong Kong so special?

Huntington, IN Image by ***Seth Edward***

http://www.sethedward.com/2007/04/indiana-sunset-indiana-farm.html

Beauty is not just in large exotic places

It’s about opportunity

A Full Production

Putting together a hit theater piece

Creating mood and memory

the city as stage

NEED A PLOT

ACTORS

STAGE

SET

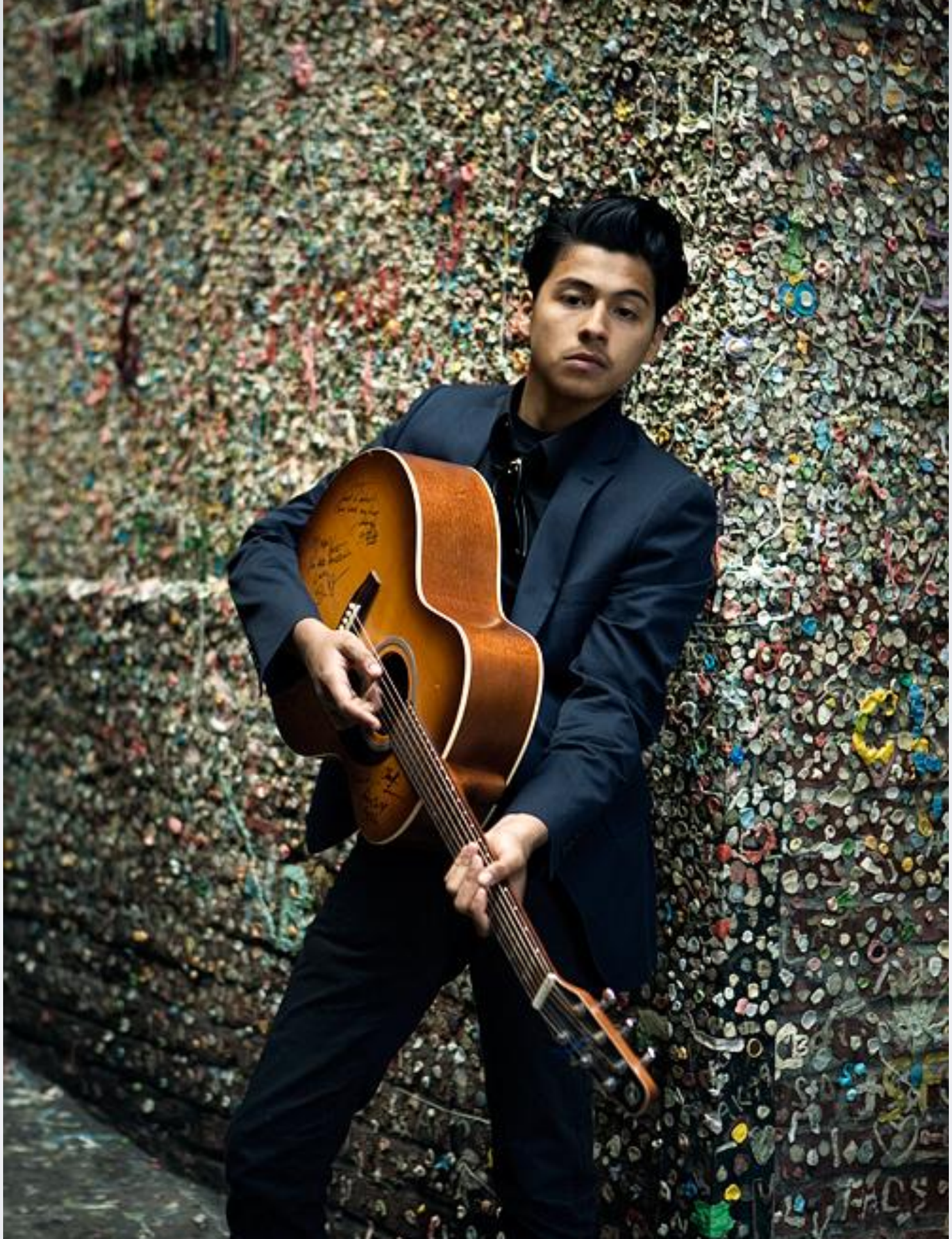
AUDIENCE

ORCHESTRA

SUPPORT INFRASTRUCTURE

THE ART is that OF living


GRANNY SMITH APPLES
1.49
1.99
GREEN BEANS



What is Quality of Life?

to people

jobs
Education
Health
Culture
Services
Connectivity
Natural Beauty

Fun

FortWayne

Health

Table 1. Age-adjusted prevalence of overweight, obesity, and extreme obesity among U.S. adults aged 20 and over

Sample size and weight status	NHANES 1988-1994	NHANES 1999-2000	NHANES 2001-2002	NHANES 2003-2004	NHANES 2005-2006	NHANES 2007-2008
Sample (*n*)	16,679	4,117	4,413	4,431	4,356	5,555
Overweight (25 ≤ BMI < 30)	33.1	34.0	35.1	34.1	32.7	34.2
Obese (BMI ≥ 30)	22.9	30.5	30.6	32.2	34.3	33.8
Extremely obese (BMI ≥ 40)	2.9	4.7	5.1	4.8	5.9	5.7

Over 20 Years

NOTES: NHANES is National Health and Nutrition Examination Survey; BMI is body mass index. Age-adjusted by the direct method to the year 2000 U.S. Census Bureau estimates using the age groups 20-39, 40-59, and 60 years and over. Crude estimates (not age adjusted) for 2007-2008 are 34.4% overweight, 33.9% obese, and 5.7% extremely obese. Pregnant females were excluded from the analysis.

Table 1. Prevalence of obesity among U.S. children and adolescents aged 2-19, for selected years 1963-1965 through 2007-2008

Age (in years)[1]	NHANES 1963-1965 1966-1970[2]	NHANES 1971-1974	NHANES 1976-1980	NHANES 1988-1994	NHANES 1999-2000	NHANES 2001-2002	NHANES 2003-2004	NHANES 2005-2006	NHANES 2007-2008
Total	(3)	5.0	5.5	10.0	13.9	15.4	17.1	15.5	16.9
2-5	(3)	5.0	5.0	7.2	10.3	10.6	13.9	11.0	10.4
6-11	4.2	4.0	6.5	11.3	15.1	16.3	18.8	15.1	19.6
12-19	4.6	6.1	5.0	10.5	14.8	16.7	17.4	17.8	18.1

[1] Excludes pregnant women starting with 1971-1974. Pregnancy status not available for 1963-1965 and 1966-1970.

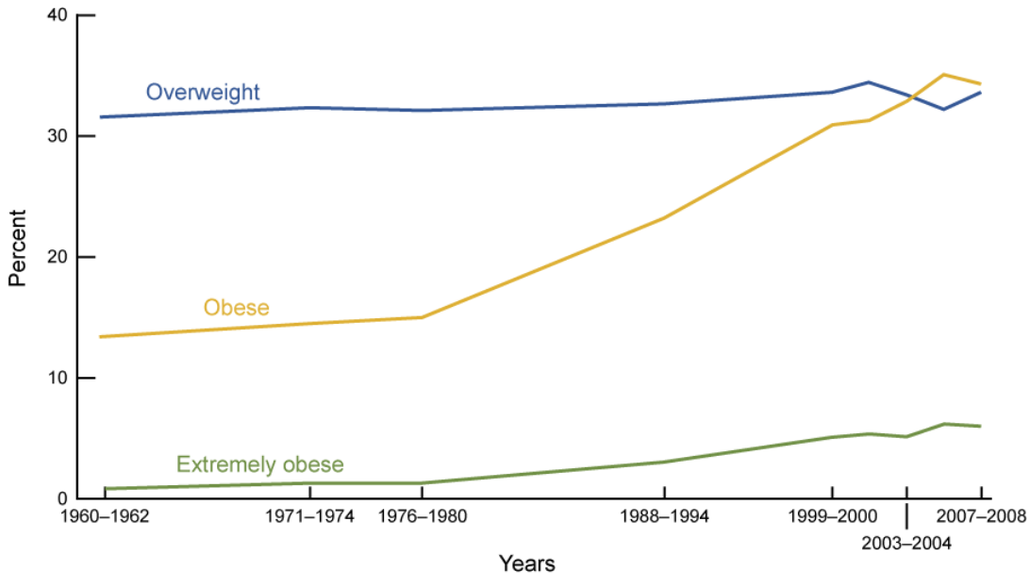
[2] Data for 1963-1965 are for children aged 6-11; data for 1966-1970 are for adolescents aged 12-17, not 12-19 years.

[3] Children aged 2-5 were not included in the surveys undertaken in the 1960s.

NOTE: Obesity defined as body mass index (BMI) greater than or equal to sex- and age-specific 95th percentile from the 2000 CDC Growth Charts.

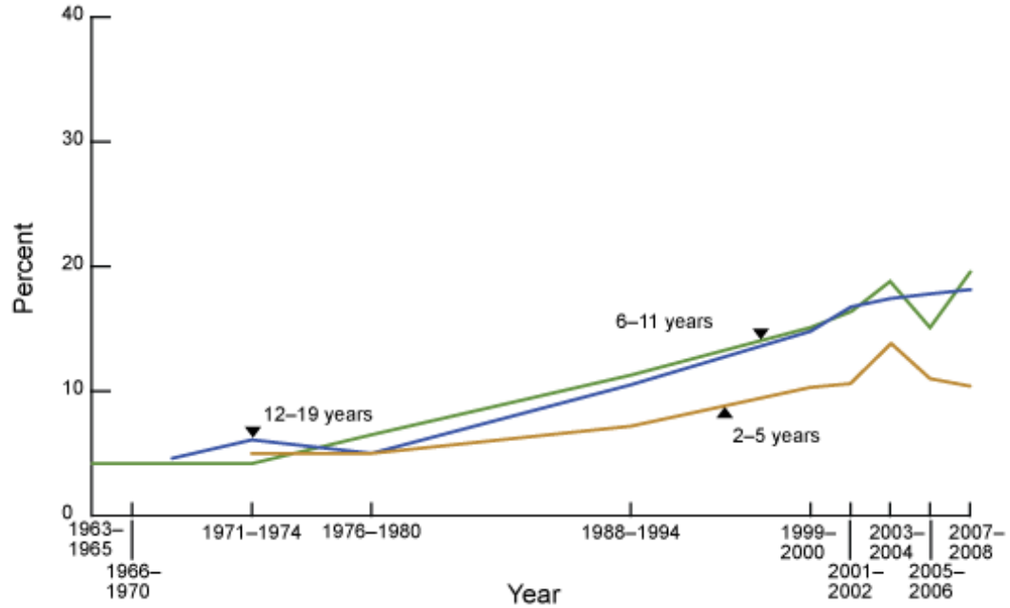
Related to food quality + intake + activity

Figure 2. Trends in overweight, obesity, and extreme obesity among adults aged 20–74 years: United States, 1960–2008



NOTE: Age-adjusted by the direct method to the year 2000 U.S. Census Bureau estimates, using the age groups 20–39, 40–59, and 60–74 years. Pregnant females were excluded. Overweight is defined as a body mass index (BMI) of 25 or greater but less than 30; obesity is a BMI greater than or equal to 30; extreme obesity is a BMI greater than or equal to 40.
SOURCE: CDC/NCHS, National Health Examination Survey cycle I (1960–1962); National Health and Nutrition Examination Survey I (1971–1974), II (1976–1980), and III (1988–1994), 1999–2000, 2001–2002, 2003–2004, 2005–2006, and 2007–2008.

Figure 1. Trends in obesity among children and adolescents: United States, 1963–2008



NOTE: Obesity is defined as body mass index (BMI) greater than or equal to sex- and age-specific 95th percentile from the 2000 CDC Growth Charts.
SOURCES: CDC/NCHS, National Health Examination Surveys II (ages 6–11), III (ages 12–17), and National Health and Nutrition Examination Surveys (NHANES) I–III, and NHANES 1999–2000, 2001–2002, 2003–2004, 2005–2006, and 2007–2008.

17 % reported not having Health care coverage
Only 79 % have some Health care coverage

CDC is recommending a fundamental lifestyle change

Healthy communities CDC recommendations

- Mixed land use and more land density to shorten distances between homes, workplaces, schools and recreation
- Transportation alternatives including bicycle trails, sidewalks and mass transit
- Affordable housing so that people of all income levels can afford to live in healthy communities
- Town centers close to where people live so they can walk or bike to shopping, everyday errands, places of worship and social activities
- Greenspace, trails and parks to provide more opportunities for contact with nature.

jobs

WHAT WILL BE THE IMPACT OF ENERGY PRICES ON JOBS?

Culture

CHANGE MUST BE WITHIN THE CULTURE OF THE PLACE?

Services

What kind of Services?

Medical

Municipal

Home/neighborhood support

Connectivity

Physical:
Sidewalks
Bikeways
Public Spaces (chance meetings)
Cafe
Restaurants
Libraries

Digital:
Bandwidth
Access Hubs

Natural Beauty

Indiana was a dense old growth forest reminiscent of the Black Forest of Germany

http://www.google.com/imgres?imgurl=http://www.quicktravelinc.com/new%2520images/Europe/blackforest-germany.jpg&imgrefurl=http://www.quicktravelinc.com/europe3.htm&usg=__PffyFcIagyHrOD_6aRVpmX5VAT8=&h=225&w=300&sz=19&hl=en&start=0&sig2=I-BjZlEbuLFGnNVb1BeN3g&zoom=1&tbnid=TQUv1C2fBIZKyM:&tbnh=159&tbnw=222&ei=eDbqTcWnKMS_tgfX5JyiAQ&prev=/search%3Fq%3Dblack%2Bforest%2Bgermany%26um%3D1%26hl%3Den%26client%3Dfirefox-a%26sa%3DN%26rls%3Dorg.mozilla:en-US:official%26biw%3D1317%26bih%3D856%26tbm%3Disch&um=1&itbs=1&iact=hc&vpx=1038&vpy=488&dur=471&hovh=180&hovw=240&tx=102&ty=83&page=1&ndsp=20&ved=1t:429,r:14,s:0&biw=1317&bih=856

FUN

SUSTAINABILITY

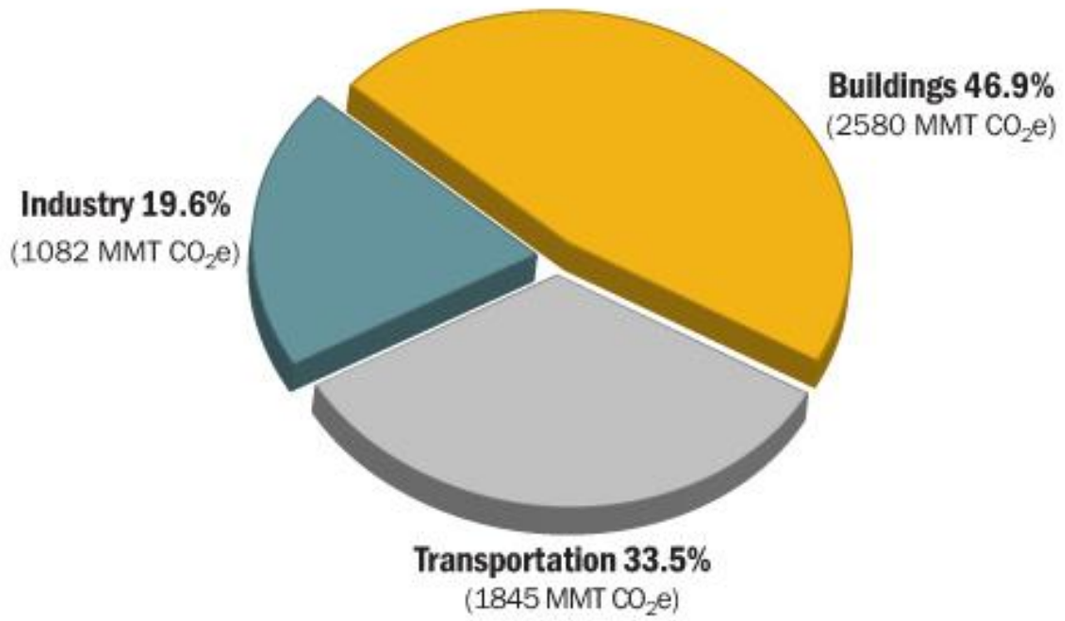
The most popular definition of sustainability can be traced to a 1987 UN conference. It defined sustainable developments as those that **"meet present needs without compromising the ability of future generations to meet their needs"**(WECD, 1987).

WAIST = FOOD

SYSTEM THINKING

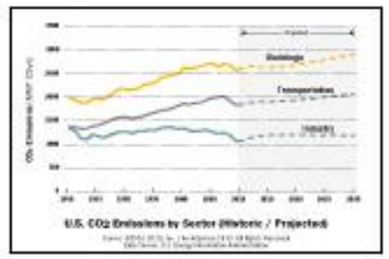
Climate Change

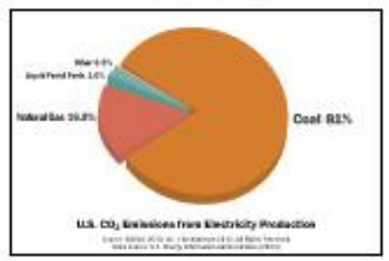
The Building Sector is the Largest Contributor to U.S. CO_2 Emissions

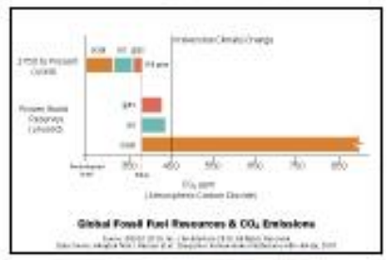


U.S. CO_2 Emissions by Sector

Data Source: U.S. Energy Information Administration (2009).







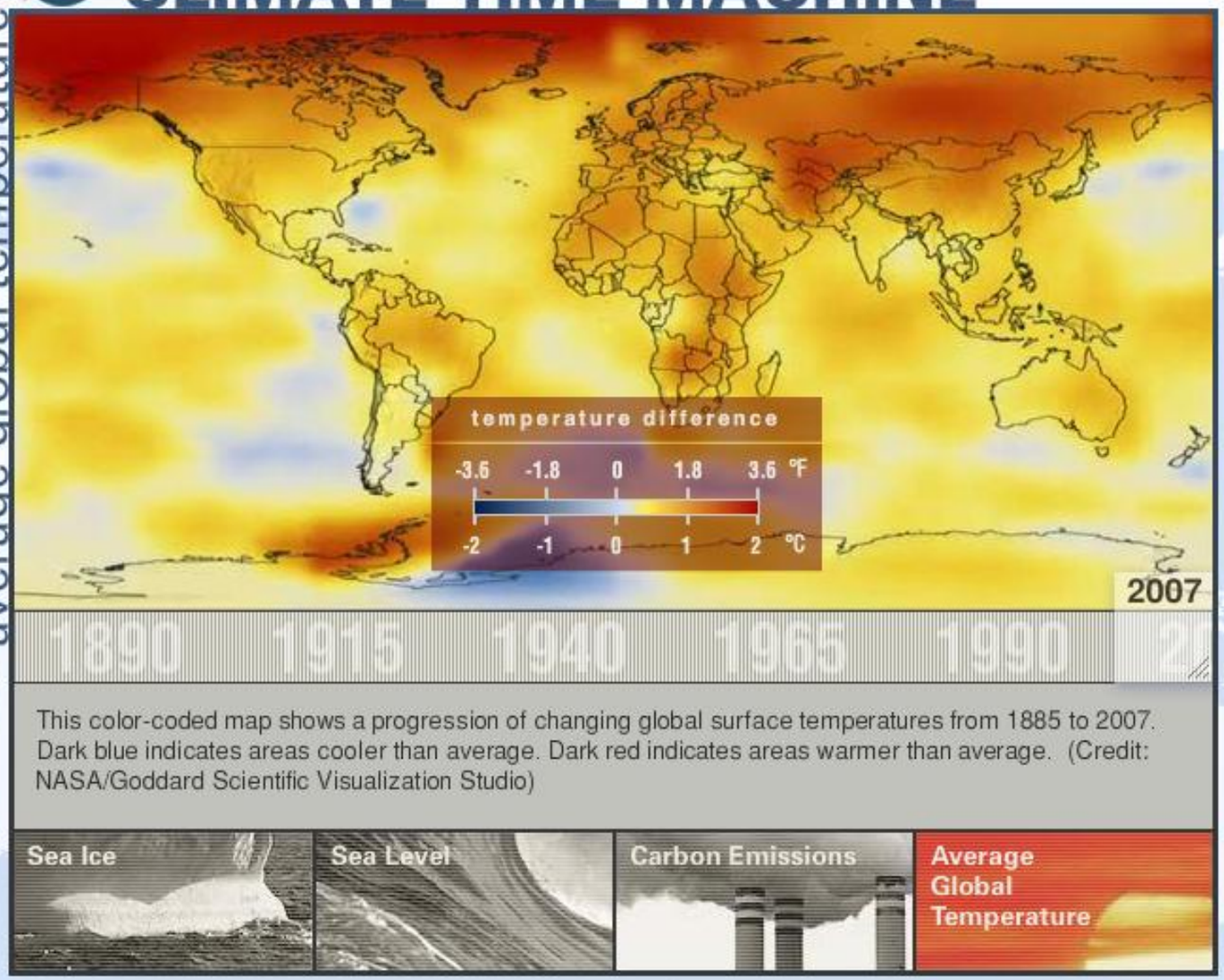
Slideshow →

The Building Sector consumes more energy than any other sector. Most of this energy is produced from burning fossil fuels, making this sector the largest emitter of greenhouse gases on the planet – and the single leading contributor to anthropogenic (human forcing) climate change. According to the U.S. Energy Information Administration (EIA), nearly half (46.9%) of all CO_2 emissions in 2009 came from the Building Sector. By comparison, transportation accounted for 33.5% of CO_2 emissions and industry, just 19.6%.

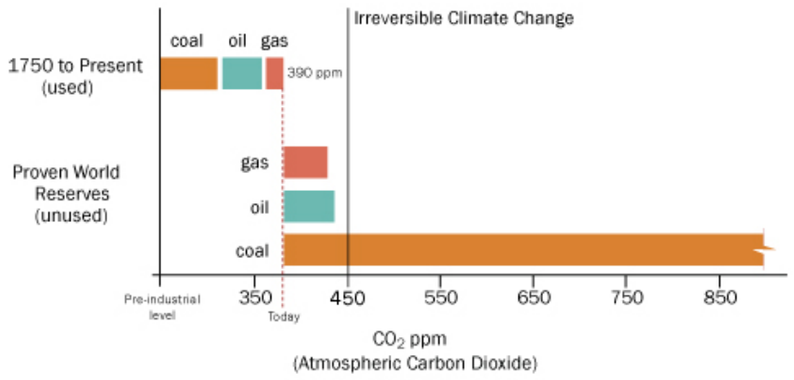
81% of U.S. Electricity CO_2 Emissions Come From Coal.
77% of This Electricity is Consumed by the Building Sector.

Jet Propulsion Laboratory | California Institute of Technology

CLIMATE TIME MACHINE



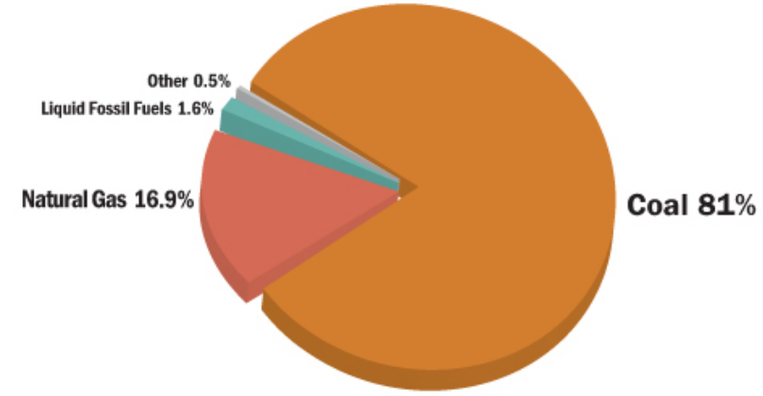
This color-coded map shows a progression of changing global surface temperatures from 1885 to 2007. Dark blue indicates areas cooler than average. Dark red indicates areas warmer than average. (Credit: NASA/Goddard Scientific Visualization Studio)



Global Fossil Fuel Resources & CO_2 Emissions

Data Source: Adapted from J.Hansen et al.: Dangerous human-made interference with climate, 2007.

Oil and natural gas cannot fuel irreversible climate change. Coal Can. To keep below 450ppm it is critical to phase-out coal and reduce our demand for energy.



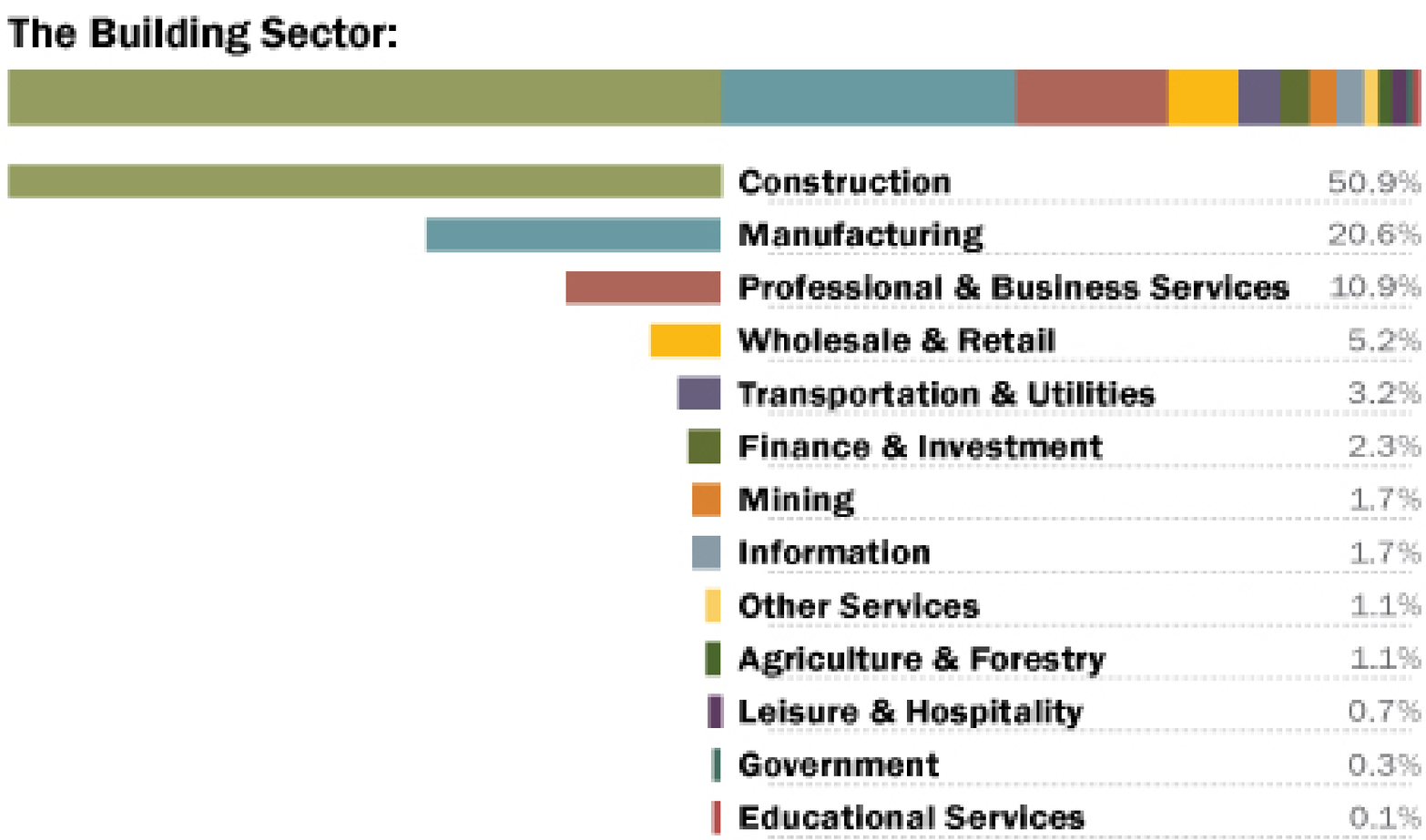
U.S. CO_2 Emissions from Electricity Production

Data Source: U.S. Energy Information Administration (2009).

81% of the electricity produced in the U.S. comes from coal alone. An additional 18.5% comes from other CO_2 emitting sources: natural gas and liquid fossil fuels.

The Economy

The Health of the Economy is Tied to the Building Sector



Building Sector Economic Inputs by Industry Type

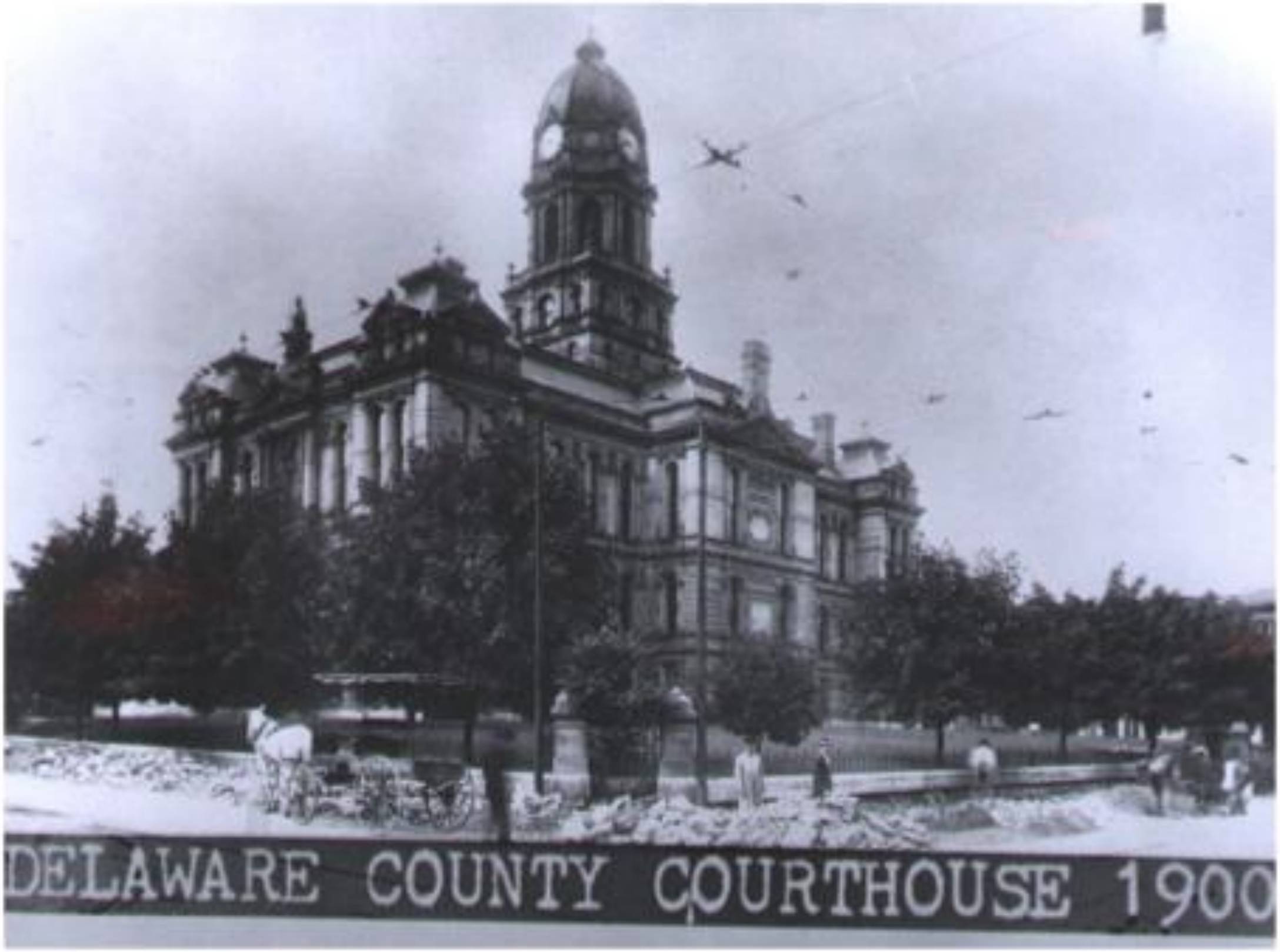
Data Source: U.S. Bureau of Economic Analysis.

Brief History of Urban Planning in the US

Our recent Past

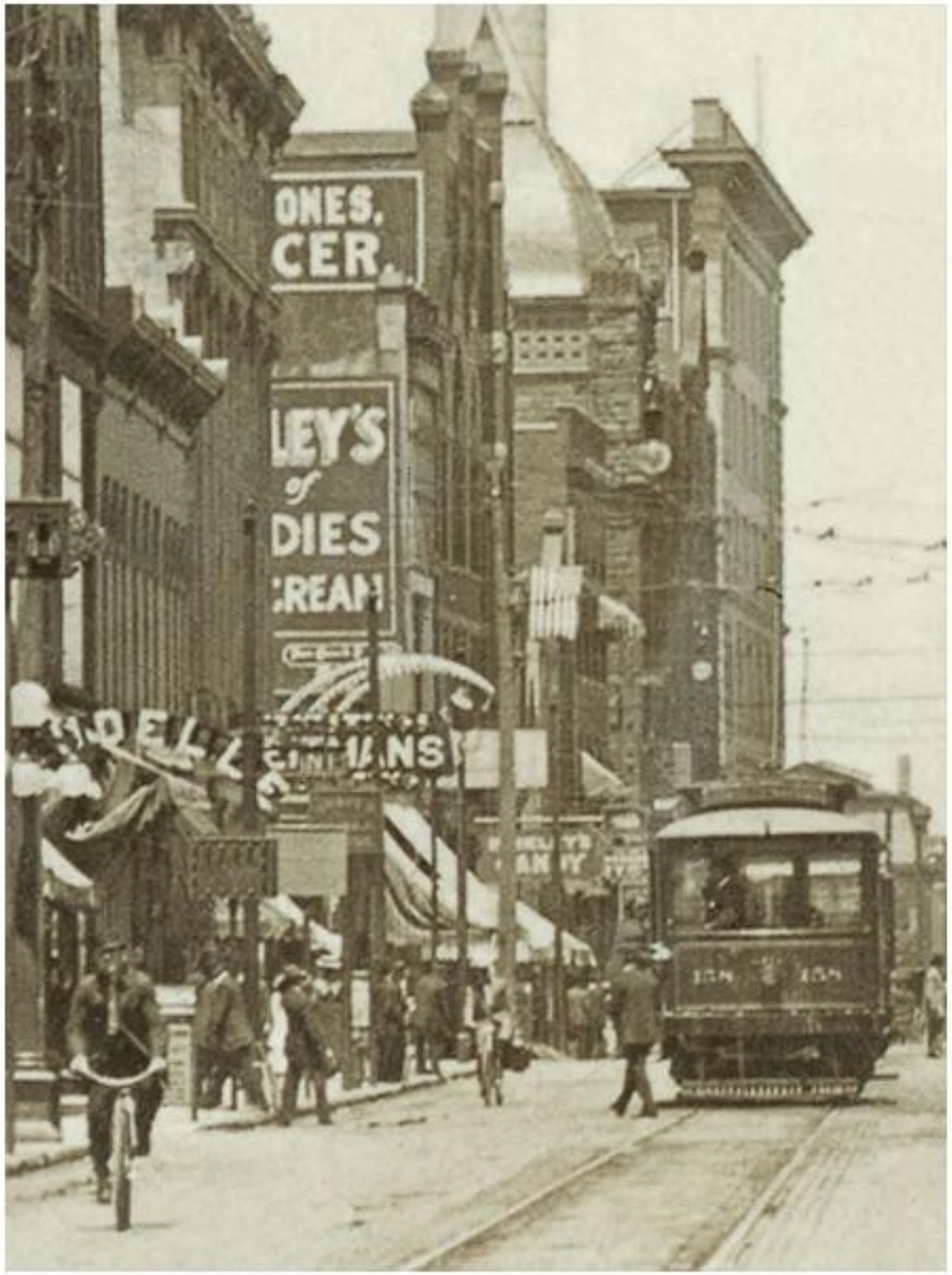
WW I - WW II

C. 1900


DELAWARE COUNTY COURTHOUSE 1900

1980

From the collection of Jeffrey Koenker.

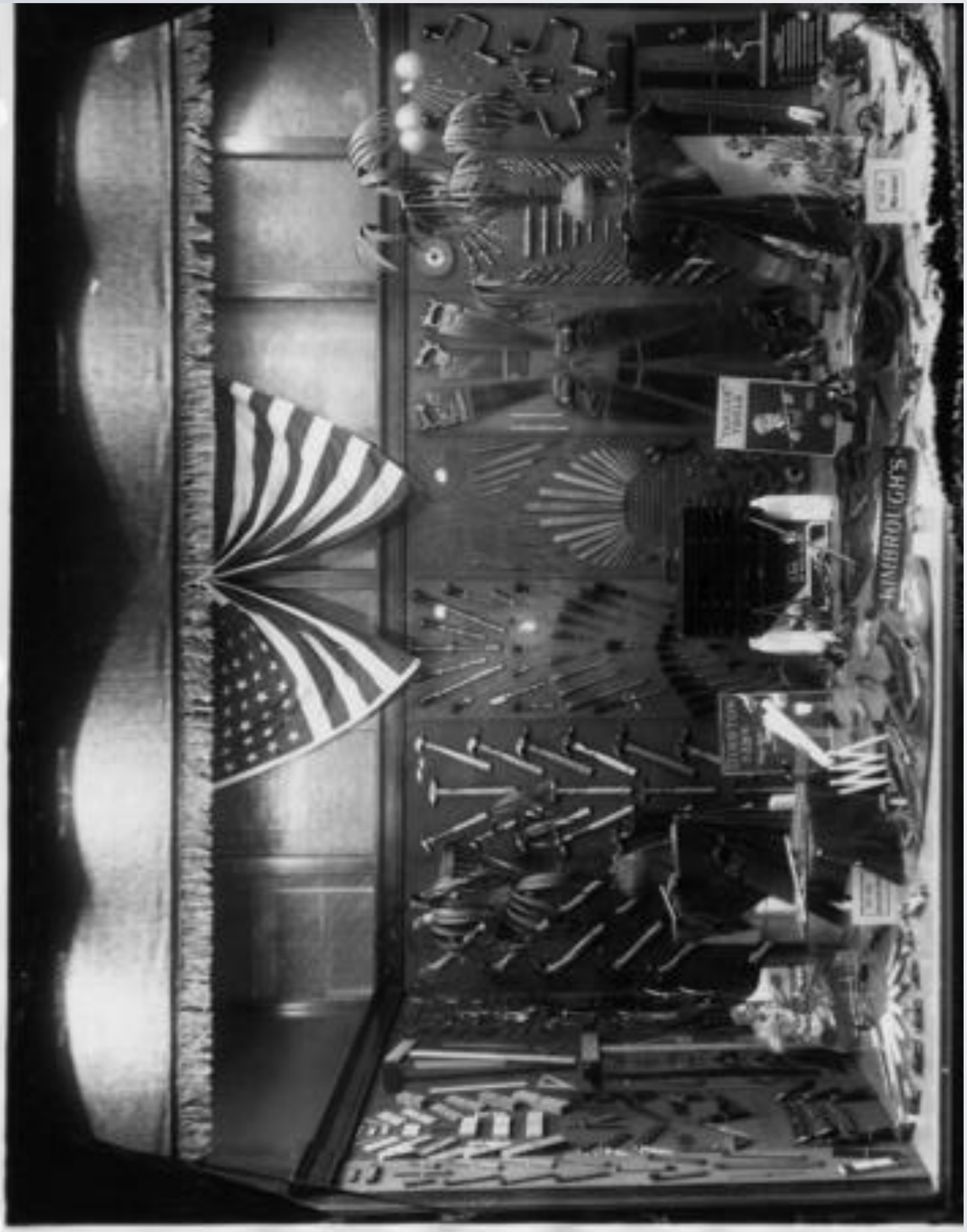


South Walnut Street 017, Muncie, Indiana section 6

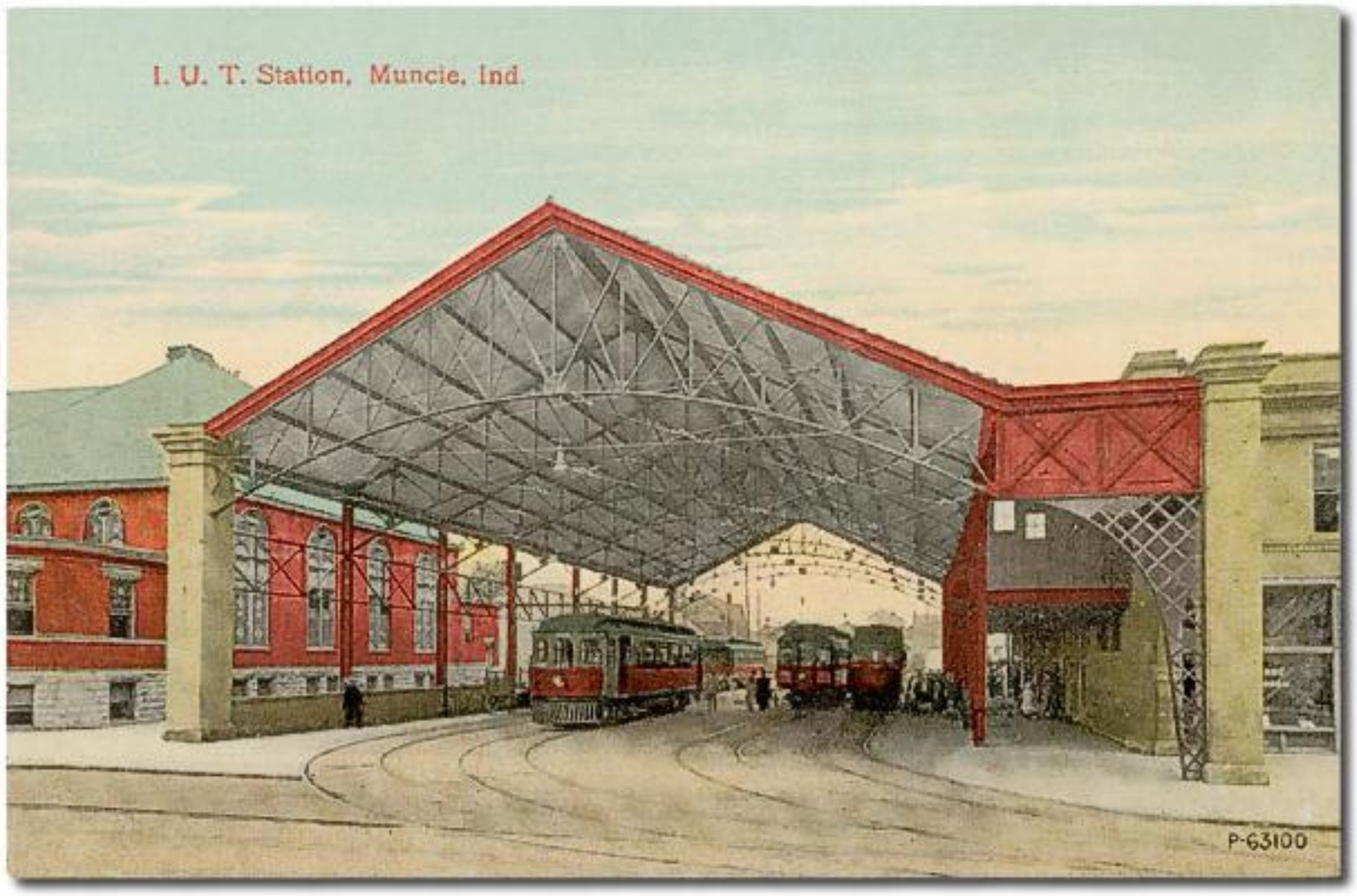
c1910 postcard view of South Walnut Street in Muncie showing a streetcar, horse-drawn buggies, bicycles and pedestrians. Business signs on the left side of the street include: Dr. Coffman; Peoples Clothing Co.; Gordon & Bishop Hardware; Majestic Theatre; Benzenbower Meat Market; Bridgman (?) store; B. (?) Fudge Co.; and Minkley's Candy. On the right side are signs for: Union Clothing Co.; McNaughton's Department Store; I. B. Manilla Clothier; and Dr. Surber.

From the collection of Jeffrey Koenker.

The full postcard image can be seen here.


ENBROUGH'S


ECONOMY
THE GREATER ECONOMY SHOE STORE



I. U. T. Station, Muncie, Indiana

c1910 postcard view of the car shed for the Indiana Union Traction Co. terminal in Muncie, Indiana. the terminal building/waiting room was located on the southeast corner of South Mulberry and East Charles Streets. The shed was attached to the east side of that building. I believe the structure at the left edge of the view is the 1st Baptist Church.

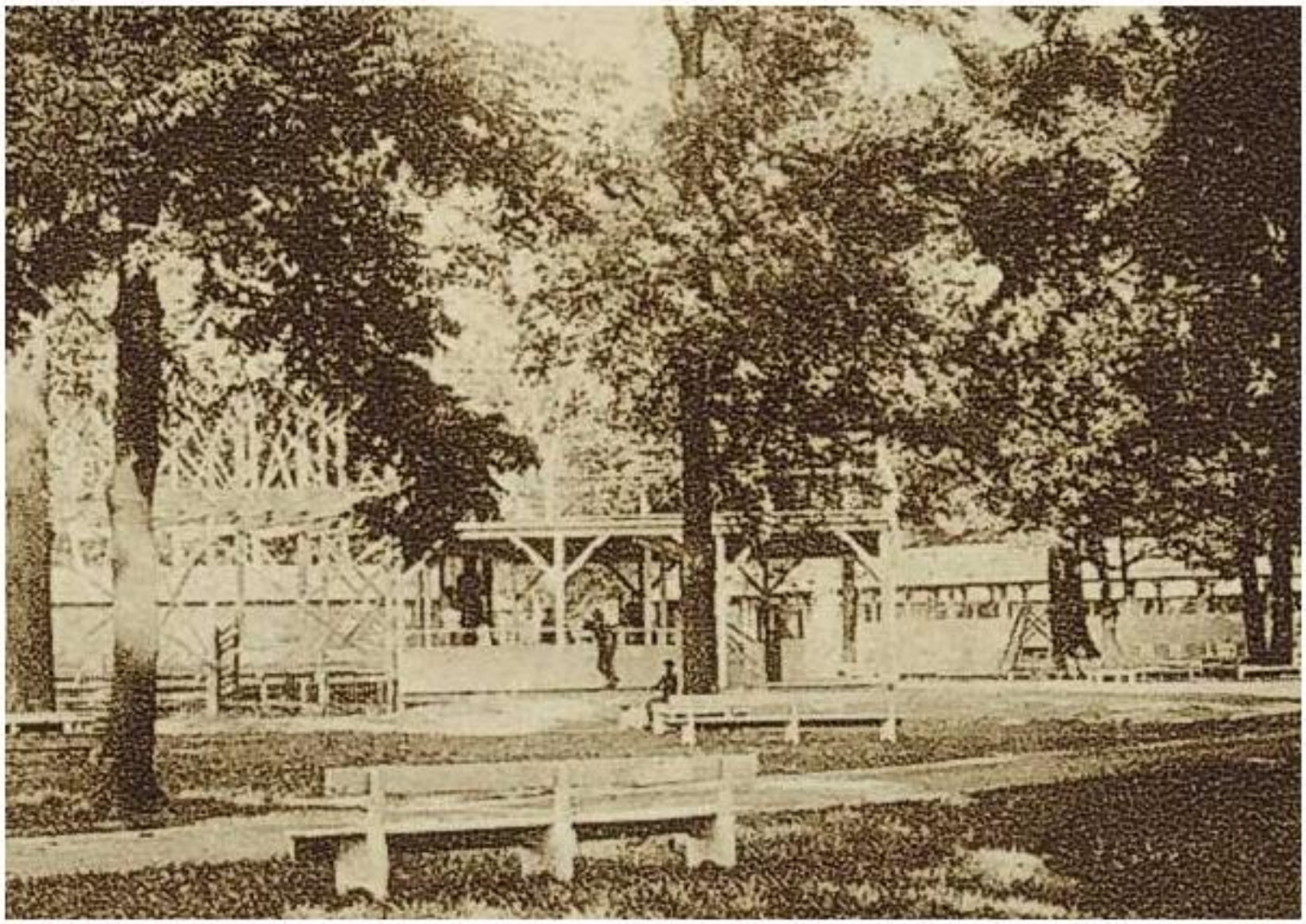
From the collection of Thomas Keesling.

Congerville & Whiteley streetcar, Muncie, Indiana

1909 postmarked postcard view of the crew posing with their Congerville & Whiteley streetcar in Muncie, Indiana.

A different view of a Congerville & Whiteley streetcar can be found in the Muncie Indiana in Vintage Postcards book from Arcadia Press.

From the collection of Jane Lyle.



West Side Park, Muncie, Indiana

1908 postmarked sepia postcard view of the roller coaster, skating rink, park benches and other facilities at West Side Park in Muncie, Indiana.

The full postcard image can be seen here.

What did we have

Centrality
Density
Cities owned utilities
Neighborhoods
Neighborhood schools
Local Financial Institutions
Closed loop economy
Boutique shopping(small businesses)
Public transportation
Civic space
People Centered Places

Suburbanization

Automobile centered places.

Sprawl

1950-1980

Suburbanization Policies:

1. Interstate Highway system
2. Lending policies
3. Tax code
4. Land use/Flat zoning
5. Inexpensive land outside urban centers

Impact:

1. Isolation
2. Loss of community
3. Unhealthy life styles
4. High dependence on transportation - Cars
5. Pollution
6. Stress
7. Loss of Farm Land
8. Automobile oriented space. Not friendly to humans
9. Extension/Duplication of expensive city services
10. Deterioration of Urban core
11. Loss of Identity
12. consolidation of School systems

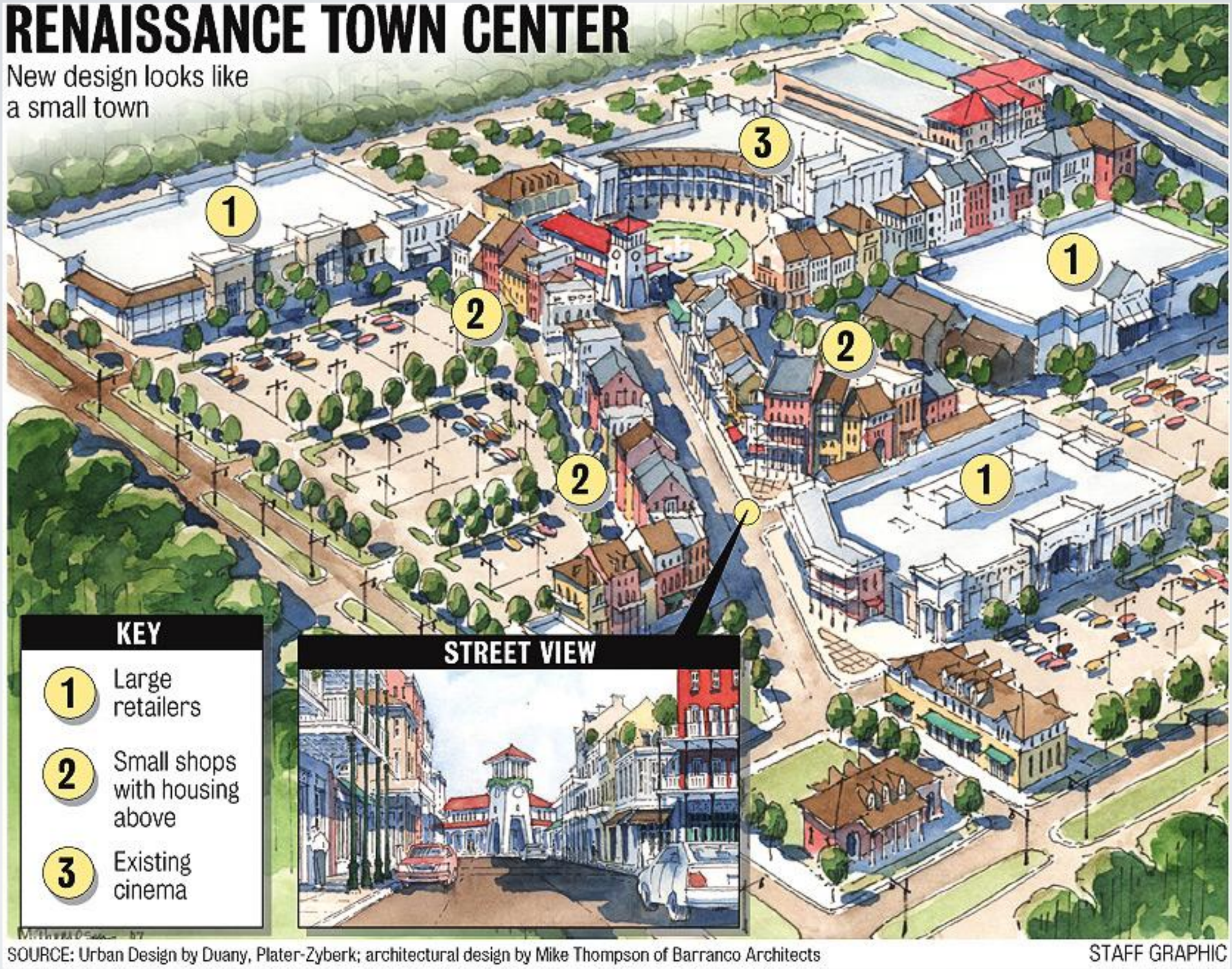
New Urbanism

1980-2000

Smart Growth

Return to people centered places

Seaside, Florida



SOURCE: Urban Design by Duany, Plater-Zyberk; architectural design by Mike Thompson of Barranco Architects

STAFF GRAPHIC

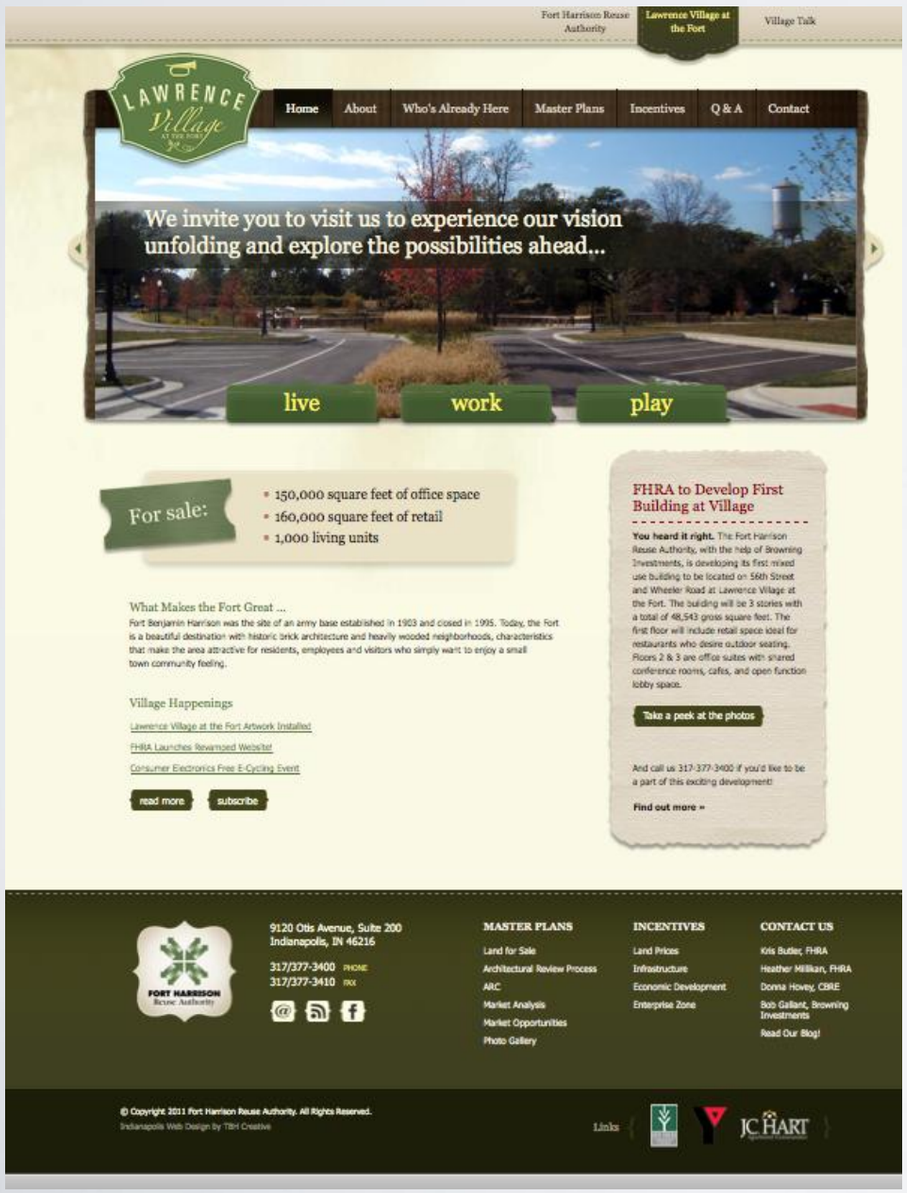
New Orleans

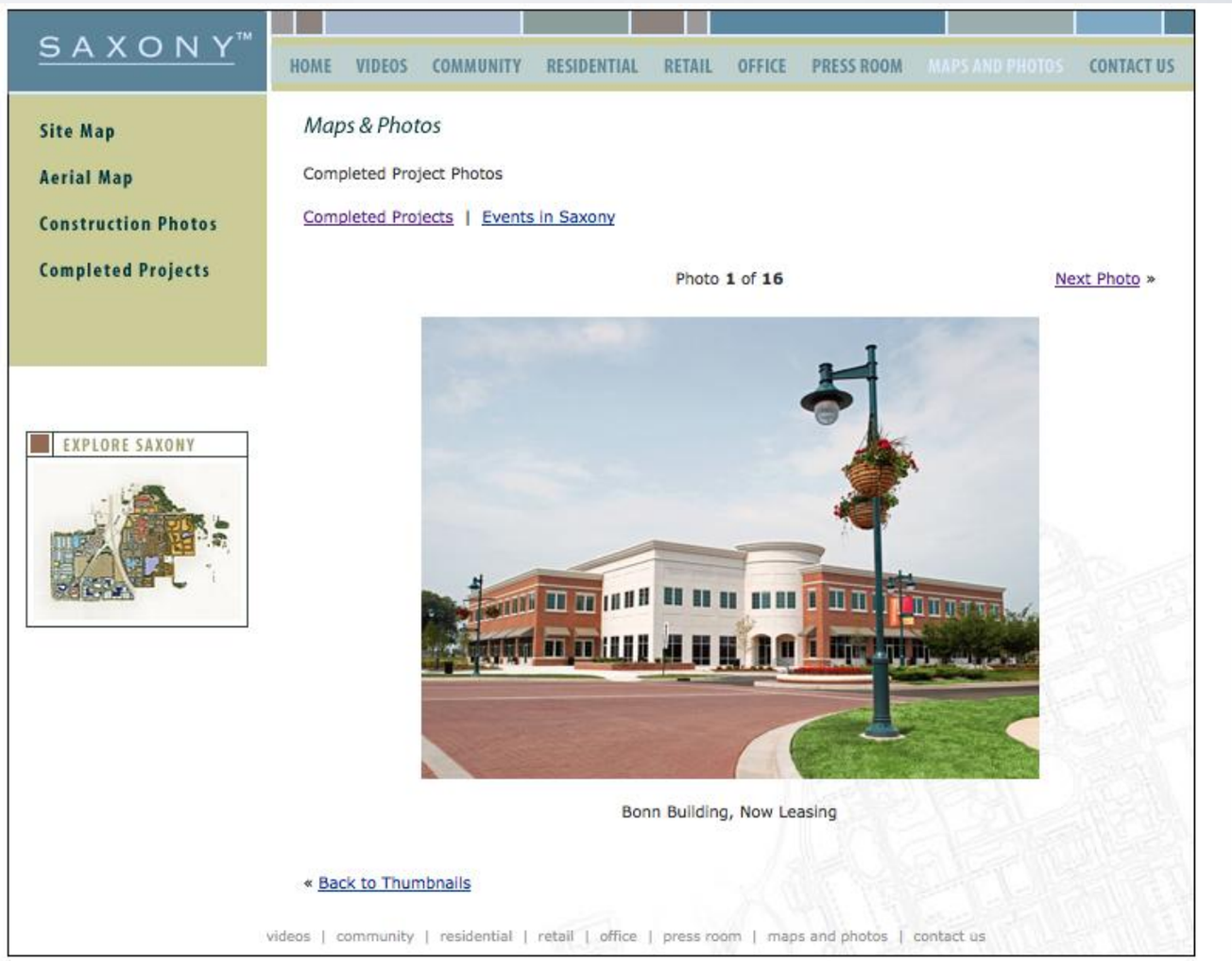
Fort Harrison, Lawrence Village Indianapolis

Tehttp://www.lawrencevillageatthefort.com/about/Home/default.aspxxt

Fall Creek Place Indianapolis

Tehttp://www.fallcreekplace.com/index.php?module=content&func=view&pid=1xt





Fishers Indiana

Intelligent Cities

2000-Present

Energy - Food - Water

+

FUN

COPYRIGHT: *Heerhugowaard, Stad van de Zon (City of the Sun), 2006*

http://www.hollandexploringtours.nl/gallery-stadzon/pages/A32.htm

United States Census 2010

Interactive Population Map

The 2010 Census reported 308.7 million people in the United States, a 9.7 percent increase from the 2000 Census population of 281.4 million. Find out who we are, where we are and compare your community with others across America. Learn more about the new Portrait of America.

TOTAL POPULATION

RACE

ETHNICITY

AGE / SEX

HOUSEHOLD

Most Populous Places

	NAME	POPULATION
1	New York city, NY	8,175,13
2	Los Angeles city, CA	3,792,62
3	Chicago city, IL	2,695,59
4	Houston city, TX	2,099,45
5	Philadelphia city, PA	1,526,00
6	Phoenix city, AZ	1,445,63
7	San Antonio city, TX	1,327,40
8	San Diego city, CA	1,307,40
9	Dallas city, TX	1,197,81
10	San Jose city, CA	945,942
11	Jacksonville city, FL	821,784
12	Indianapolis city (balance), IN	820,445
13	San Francisco city, CA	805,235
14	Austin city, TX	790,390
15	Columbus city, OH	787,033
16	Fort Worth city, TX	741,206

National Population : 308,745,538

Top 5 States

How to Move Forward

Vision . Leadership . Courage

+

FUN

If we change this one thing everything will be solved!

Schools are paramount

Good Design is too expensive!

Design is thinking

Design Thinking

“Take a human centered approach” Tim Brown IDEO

said, "[This is the] first time I've ever made it out of here at the end of my shift."

Thus did a group of nurses significantly improve their patients' experience while also improving their own job satisfaction and productivity. By applying a human-centered design methodology, they were able to create a relatively small process innovation that produced an outsize impact. The new shift changes are being rolled out across the Kaiser system, and the capacity to reliably record critical patient information is being integrated into an electronic medical records initiative at the company.

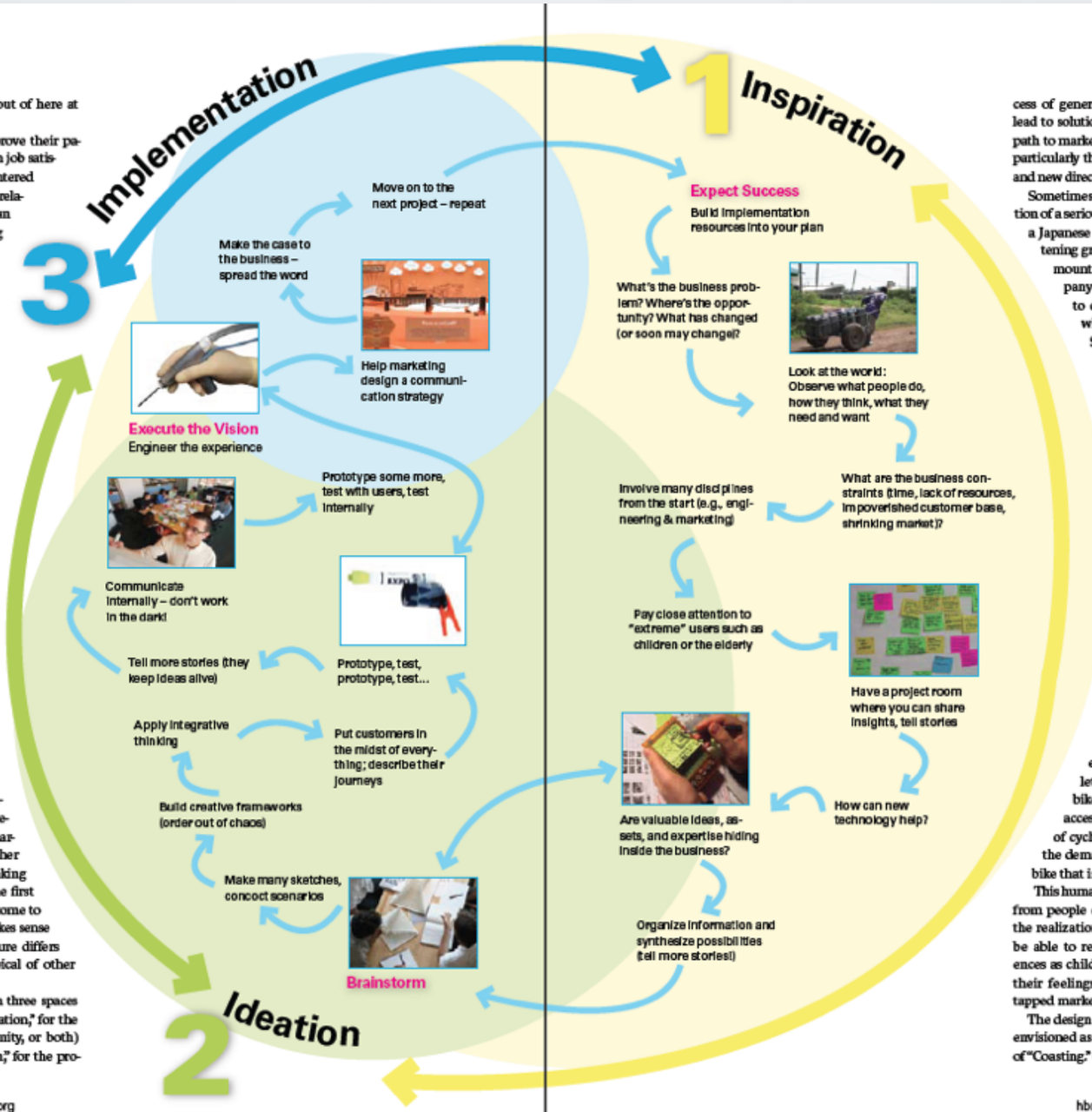
What might happen at Kaiser if every nurse, doctor, and administrator in every hospital felt empowered to tackle problems the way this group did? To find out, Kaiser has created the Garfield Innovation Center, which is run by Kaiser's original core team and acts as a consultancy to the entire organization. The center's mission is to pursue innovation that enhances the patient experience and, more broadly, to envision Kaiser's "hospital of the future." It is introducing tools for design thinking across the Kaiser system.

How Design Thinking Happens

The myth of creative genius is resilient: We believe that great ideas pop fully formed out of brilliant minds, in feats of imagination well beyond the abilities of mere mortals. But what the Kaiser nursing team accomplished was neither a sudden breakthrough nor the lightning strike of genius; it was the result of hard work augmented by a creative human-centered discovery process and followed by iterative cycles of prototyping, testing, and refinement.

The design process is best described metaphorically as a system of spaces rather than a predefined series of orderly steps. The spaces demarcate different sorts of related activities that together form the continuum of innovation. Design thinking can feel chaotic to those experiencing it for the first time. But over the life of a project participants come to see – as they did at Kaiser – that the process makes sense and achieves results, even though its architecture differs from the linear, milestone-based processes typical of other kinds of business activities.

Design projects must ultimately pass through three spaces (see the exhibit at right). We label these "inspiration," for the circumstances (be they a problem, an opportunity, or both) that motivate the search for solutions; "ideation," for the process of generating, developing, and testing ideas that may lead to solutions; and "implementation," for the charting of a path to market. Projects will loop back through these spaces – particularly the first two – more than once as ideas are refined and new directions taken.



Sometimes the trigger for a project is leadership's recognition of a serious change in business fortunes. In 2004 Shimano, a Japanese manufacturer of bicycle components, faced flattening growth in its traditional high-end road-racing and mountain-bike segments in the United States. The company had always relied on technology innovations to drive its growth and naturally tried to predict where the next one might come from. This time Shimano thought a high-end casual bike that appealed to boomers would be an interesting area to explore. IDEO was invited to collaborate on the project.

During the inspiration phase, an interdisciplinary team of IDEO and Shimano people – designers, behavioral scientists, marketers, and engineers – worked to identify appropriate constraints for the project. The team began with a hunch that it should focus more broadly than on the high-end market, which might prove to be neither the only nor even the best source of new growth. So it set out to learn why 90% of American adults don't ride bikes. Looking for new ways to think about the problem, the team members spent time with all kinds of consumers. They discovered that nearly everyone they met rode a bike as a child and had happy memories of doing so. They also discovered that many Americans are intimidated by cycling today – by the retail experience (including the young, Lycra-clad athletes who serve as sales staff in most independent bike stores); by the complexity and cost of the bikes, accessories, and specialized clothing; by the danger of cycling on roads not designed for bicycles; and by the demands of maintaining a technically sophisticated bike that is ridden infrequently.

This human-centered exploration – which took its insights from people outside Shimano's core customer base – led to the realization that a whole new category of bicycling might be able to reconnect American consumers to their experiences as children while also dealing with the root causes of their feelings of intimidation – thus revealing a large untapped market.

The design team, responsible for every aspect of what was envisioned as a holistic experience, came up with the concept of "Coasting." Coasting would aim to entice lapsed bikers into

Bring Play back

people want to live in fun places

Change by design

human centered places

Design
(integration)

Healthy

Green

Accessible

(Talent Centered, Open, Affordable, Bandwidth,
Venture Capital Transportation
Networked)

Shared Space
Collaborative
Community
Group

INTERCONNECTIVITY AND CONVERGENCE

“WHY DON’T THEY EAT CAKE”

We need more mechanism for above ground improvements

Infrastructure development must be expanded to include

Intelligent development

Increased density

Reduce trip length

Allow for people based transportation for daily life

Bikeways and sidewalks

What Effect does QL have on economic development?

“HUMAN CENTERED ECONOMIC DEVELOPMENT”

“Do you want the headquarters or the branch office?” Mike Hicks,

Ball State University Economist

Thank You!